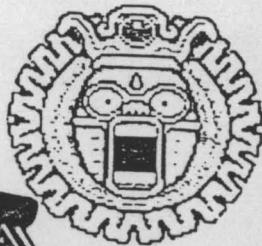


A MONTHLY FANZINE FOR NEW VIDEO GAMERS

CONSOLE magazine

JUNE 1990 - ISSUE 13

155
Hot



C.M.
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ALL THE
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HARDWARE NEWS
ENGINE COMM. UNIT
MASTER SYSTEM II
TURBOEXPRESS

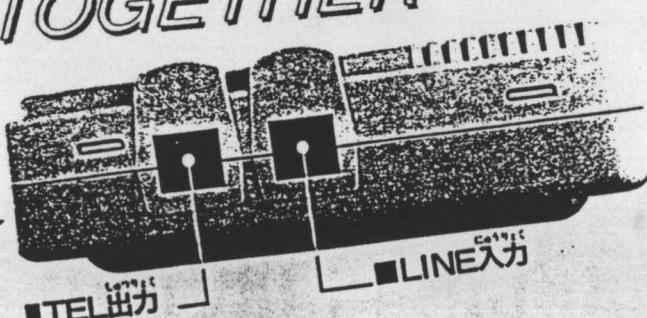
GAMES REVIEWS:
* FORMATION
SOCCER
* WHIP RUSH
* BARUNBA
* D.J. BOY
* MAKAIMURA
GAIDEN.....

MEGA TECH TIPS

← THE ALL NEW
COMMUNICATION UNIT
FOR PC ENGINE



HOW A GAME IS PUT
TOGETHER



EDITORIAL

Hiya, console fans. Sorry for the delay of this issue, but here it is at long last. I hope to release the next issue on time in the next 3 weeks as I've just got latest Japanese magazines, some translations from Tai, etc.. so things will really start to move, not to mention, if and when I receive a '20-Card' for the Amiga, to speed up the snail's pace of the machine. Can't wait for the ST Emulator, so that I can use Signa's DTP - Calamus.

Anyway, the engine scene seems to have livened up, what with the release of some top games for the machine - Splatter House, Don Doko Don, Formation Soccer, etc. Unfortunately, the MegaDrive software scene haven't really picked up from the slump, although, just released is Thunderforce III (which just missed review), which is a mega shoot'em up, and if you're wondering if you should get it, then do, as it's well 'ard. But amazingly, my favourite game has to be on the Gameboy - Capcom's amazing arcade adventure - Makaimura Gaiden, which makes Ghouls 'n' Ghosts look like a kiddie's game, as M.G. is really difficult. And on the Lynx, check out Gauntlet III - well brilliant game - see next issue for a review. Infact, Let me know what's your fav. game, as I sure would like to know.

Well, until next time, see ya.... "Come on England!...."

Onn.

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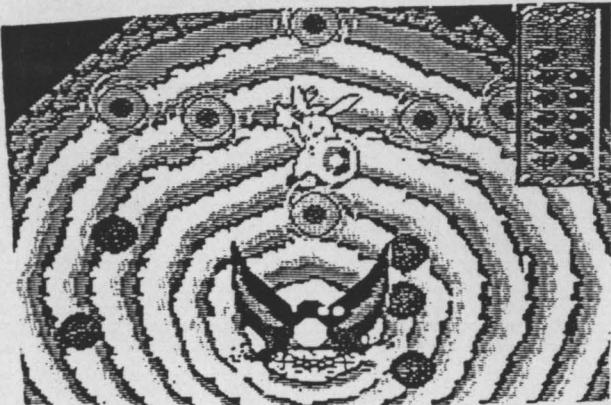
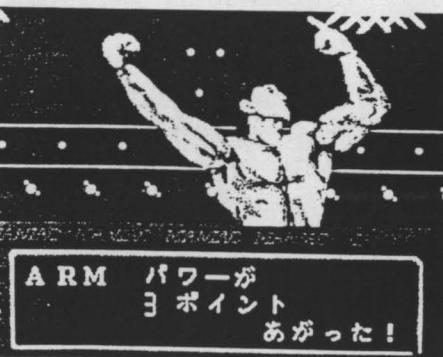
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If you want to get each issue as they become available, you can still send a large S.A.E. plus 70p for the fanzine. NOTE: If sending cash, namely coins, please wrap them up and tape to a piece of card. I can not be held responsible for coins going missing in the post by them ripping the envelope. A number of people are doing this, and when I get letter, find the envelope ripped, and no money inside!

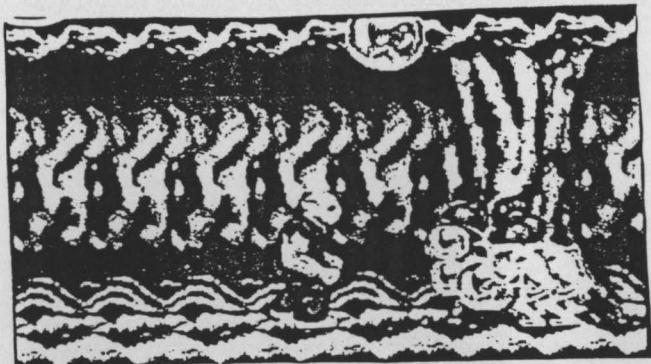
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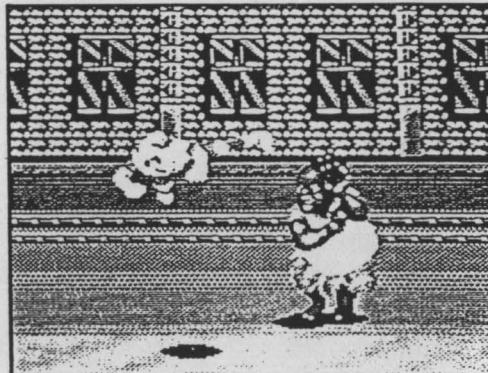
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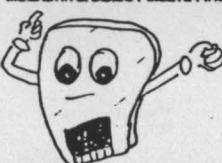
ENGINE: THE LEGEND OF VALKYRIE. EQUIPPED WITH SWORD AND SHIELD, BUT BIRD'S A BIT MEAN!



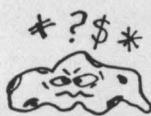
ENGINE: SPLATTER HOUSE - AGAINST HASTY BOSS WITH HORRID EMBRYO



MEGADRIVE: D.J. BOY MEETS FIRST BIG MOTHER BOSS



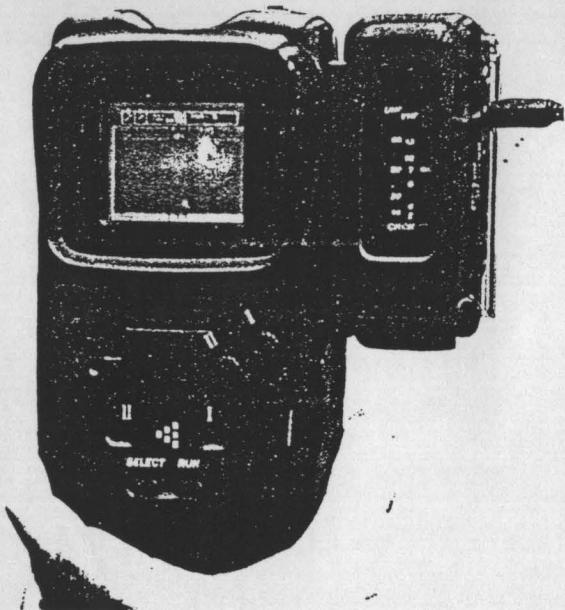
Left: Hudson's Maniac Wrestling. Lokks superb, with great graphics, but DO NOT BUY, as it's a strategy wrestling game. All graphics you see are stills and you don't actually control the wrestlers like in Human's Fire Pro Wrestling. What you do is to pick your moves (in Japanese text) before hand, and hope the you picked the right one.



Chicago CES

NEC: At the Chicago CES show, NEC showed off its colour hand-held PC Engine - the TurboExpress. As mentioned and showed in previous issues, the hand-held machine is slightly bigger than Nintendo Gameboy and weighs in at 1.2lb, and like the Lynx, has a back-lit colour screen, meaning it will have about the same battery life as the Lynx eg. around 5 hours. Because the unit is American based, the machine will only work with the American PC Engine equivalent - the Turbo Grafx-16 cards. So, it's very unlikely that this machine will be imported in to the UK from the US. However, it's very likely that the Japanese version will be available very soon, and when it does, you can guess who's going to lay his hand on one! Unfortunately, there are no plans to launch the machine in the UK again! The TurboExpress will sell for \$249, with optional TV Tuner at \$79.

SEGA: A new version of the Sega master system was shown at CES - the Master System II (very original name), although it's not much different. In fact, it's a lot worse, as the machine only has one joystick, and a different designer casing, which looks very sleek, but I think looks too chunky, what do you think? But like NEC's decision for a low price PC Engine - the shuttle, the M.S.II will cost \$59 instead of \$79 of the original machine. The machine should not made it over here until 1991/1992... good idea, in my opinion! As for the Game Gear, sega's portable 8-bit console, it goes on show at the Japanese Toy fair, so more news on this in our next issue. The machine again won't make it over here until at least autumn 1991.



TURBO EXPRESS WITH TV TUNER

MASTER SYSTEM II
MEGA HARDWARE EXCLUSIVE!

Several months ago, we showed and mentioned NEC's proto-type modem add on for the PC Engine, and latest news is, NEC have again released early versions of the unit to several Japanese magazines for tests. Amazingly, the new booster is much more than just a modem like Sega's. The communication booster is similar in style to the AV Booster, and slots in to the back of your PC Engine (Core/SG). At the side, is an AC socket, as it requires more power, and at the back, a TEL and LINE socket. With the grey unit, there's also the software card which slots in to the slot as normal.

Using the TEL socket, you can connect to the telephone and communicate with other fellow engine users who have the device too, and play dual player games. On the other hand, I think you can just connect two engines together with the LINE sockets too, linked together like you would

using null-modem cables on the ST/Amiga when playing Populous, Stunt Car Racer, etc.. I think it's also possible to connect the line socket to a tape deck, so you can save and load information. If you are wondering how you send messages, a window with all the letters of the alphabet, numbers, symbols, etc. are displayed, and you move a cursor around to select them. Rather tiresome, but it could mean that NEC will soon come up with a keyboard in the not too distant future. The modem itself works at 300, 1200 BPS which isn't very fast is it?!

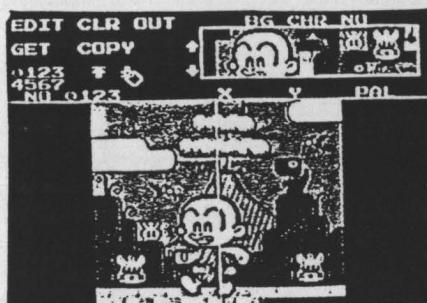
Talking of keyboards, you need one for programming, and the unit is equi-

pped with a programming aid - BASIC III! Yes, you can now program the engine. Using standard BASIC commands like GOSUB, RETURN, PRINT, FOR and NEXT, etc... you can possibly write your own game! Although the unit only has 32k ram to spare, so your game won't be very big! If you want to write a game, then you need a graphic program, and that's included too. There's a Background editor letting you design 8x8 blocks to form a complete background, a Sprite and character editor, pattern editor which is similar to BG Editor but using 16x16 blocks. There's also a Cell Editor for creating RPG maps etc.

More info. on this in the next issue!



COMM. UNIT FITTED ON TO CORE GRAFX



GRAPHIC EDITOR.... DESIGNING BACKGROUND

Engine News

The first game to hit the PC Engine from US company Atari Games/Tengen will be Klax, which will become available in July, on 2meg card. This is quite a surprise considering the coin-op/computer version has only just been released. As the game doesn't have truly outstanding graphics, it should translate to the engine very well.

From Naxat soft on 3meg, but no release dates will be W-Ring. This is a horizontal shoot'em up with smallish graphics and has similarities to Nemesis type games. Because of the small graphics, there's lots of room, meaning loads of aliens, etc... on screen, plus ginormous battle crafts in relation to your ship. Like nemesis, there's long blue lasers, green ripple lasers, missiles, etc., but no multiples, although your ship gets wider, and increases fire power, so instead of single laser, you can fire 3 at a time. The background graphics are brill too with nemesis like scenery, a level with horrid blobs a la Alien Crush, plus a sea level with water ways on top and bottom scenery, plus rain! Definitely one to look out for.

Hot news from Namco is that, they will release The Legend of Valkyrie on 4meg card on 9th August. The game's the One I mentioned last issue where you control a viking dressed girl in a role play game/arcade adventure. The graphics are big and colourful, and extremely cute. The game's viewed in the traditional RPG top down, and must travel to the baddie's lair to destroy him and save your land. Valkyrie is equipped with a magic sword and shield and the enemies range from boomerang throwing cavemen, fireballs, gruesome flying creatures, etc. As you progress, gold can be collect so you can buy extra items at various shops, meet various people and creatures for info., and then there are the big Bosses to kill! Coming sooner from Namco will Xevious... the old Atari coin-op game, and one of the first vertical scrolling shoot'em ups with large colourful graphics, plus shooting and bombing. The engine version will be out on 2meg card and will be launched on 29th June. The game will be like Taito's Invaders, incorporating an exact copy of the original, and an advanced version that's a lot harder, but with collectable weapons like multi-fire, shields, etc. Namco's other game featuring the stretcho super hero will be out on 13th July.

Sunsoft's Batman will drop out of the the sky in August on 3meg card, and latest screen shots are, the game will be a lot different from the other versions. Firstly, there are lots of glorious graphic stills and animations,

the best seen on the engine, but the game has changed into an arcade adventure like crackdown. Engine Batman has several stages from Axis Chemical Factory, where Batman must lay mines on red crosses dotted around the factory (sounds familiar!) to Gotham City, where he has to release 'baby' balloons filled with deadly gas. Although the graphics are small, they are extremely well done.

June is hoped to be the month for Video System's Rabio Lepus Special, and this is looking fantastic. Graphics are really colourful and detailed, looking up to coin-op standards, especially the end of level bosses which includes a big cartoon like ghost, a flying fire breathing dragon, and a charging elephant!!

A few people have asked when Ninja Spirits will be available, and I can say it should be out in early July. Incidentally, Irem have slapped a few extra yen on to the price and will sell for 7000 yen, approx. £35, where most 4meg cards are around £30 in japan, so if you buy it for £35 over here once it arrives, you'll be paying the same as the Japanese!

Latest pics of Avenue's After Burner II looks incredible, and seems to knock spots off the Mega Drive version as it incorporates landing sequence like the coin-op with little men and tankers, plus the canyon scene is awesome with giant walls that are very close together, unlike the MD version will pillar structures that break up. SG Ghouls 'n' Ghosts look mega too - out on 27th July. The game will have all the intro sequences like the coin-op, and unlike the MD version no flicker, glitches, disappearing sprites, in the SG version!

MEGADRIVE NEWS

Not much happening of the Mega drive front, however, U.S. giants Electronic Arts are planning to launch Populous and Budokan for the Genesis. Populous as you know is a strategy arcade game where you play god, and Budokan on the other hand, is a martial arts game, where you play a young apprentice who must train in all the combat arts... hand, pole, sword, etc.. and fight against other opponents in the main arena. Likely to appear at the end of the year or early 1991.

Coming a lot sooner from Wolf Team, will be Axis-FZ, planned for a july release. The game lets you control a giant size robot - as big as King Kong and must roam around an isometric world destroying factories, buildings, tanks, helicopters, etc. Sounds a bit like Rampage eh? or a similar game that appeared on the C64 by Epyx.



AXIS ON MEGADRIVE

Apart from Axis, there doesn't seem to be any new planned releases that we haven't already mentioned in previous issues. However, the game I tried to explain last issue featuring four heroes with different weapons is actually called 'SHITEN-MYOOH' and by Sigma Enterprises Inc., and expected again for a july release. In fact, july seems to be a good month for Megadrive owners - what with the above games, plus E-SWAT (E actually stands for Enhanced), Michael Jackson's Moonwalker - which is a real strange arcade action/beat'em up and the main attraction being, it will have Big Game Music featuring jacko's hits Beat It, Thriller, Bad, etc., Monaco GP, Phelios, Insector X and that 1942 like, up screen shoot'em up by Toa Plan which I believe is called Silver Hawk or something.

Not only that, but July is also the month for the long awaited Atomic Robo Kid, which was expected to be released about the same time as the Engine version. Another planned July release and coin-op conversion will be Hellfire. Hellfire is a dual player horizontal shoot'em up with the ability to fire in several directions. The original game was produced by Toa Plan, and NCS are the people who will be converting it to the Megadrive.

Latest news on Megadrive Batman is that, the game will be modem compatible. How the modem feature will be used is beyond me, unless the person at the other end controls another batman or the joker? The game is expected to appear in september and will feature 6 stages, starting from Gotham City Streets as you fight muggers and other crooks, Axis Chemical Factory against Jack (Joker) and his gang, Flugaheim Museum, Gotham City Streets again but in your Batmobile, In the Sky over Gotham City in your Batwing, and lastly the Gotham Cathedral where Vicki is held by the Joker up in the Bell Tower, but beware of he's body guards!



Ghouls 'n'
Ghosts
on
SUPER
GRAFT

MAKAIMURA GAIDEN

by Capcom - Gameboy
Reviewed by Onn Lee

This is the first Capcom game for the Gameboy, and the coin-op aces have produced an incredible RPG/Arcade Adventure called Makaimura Gaiden. You might have recognised the similarities of the title with the Japanese title of Ghouls 'n' Ghosts. In this game, you take the part of that flapping, fire breathing demon of the same game that sits on the pile of skulls on stage 2. When you start, a zombie comes towards you, viewed from top-down RPG style, and give you some waffle. I assume he asks you to help him and the rest of his undead friends to recover their souls, not to mention destroying the big nasty who took their souls away in the first place.

Being a good mate, you go off on your quest. Unfortunately, you haven't been very active of late, and have gained a few pounds... must be all those knights you've been eating.... thus you can't fly. However, you can flap your wings and hover for a few seconds. The game is split in to two sections - the side view arcade action part, and the wander around, meet with people, etc.. Role play game part.

You start with the action part, in a multi-directional scrolling game. Here, the graphics are fantastic with misty forests, burning buildings, clouds, etc.. in the back ground and even better foreground graphics with stone pillars and walls, ledges, creepy trees with faces and hands, deadly spikes, etc. Your demon can run left and right, jump low and high, hover for a few seconds (indicated by a W-bar), cling on to the sides of walls, and spit fire bolts. Stage one is deadly, packed choc-a-bloc with evil ghosts, live flames, big flapping bats, jumping skele-fish, pointed spikes, traps, and bottomless pits. You start off with two demons, each demon having two life units. Soul bottles are scattered around the stage... most far out of reach, and require a lot of timing of jumps and use of the hover. There are also heart icons for extra energy should you get hit, plus extra lives - again very difficult to reach.

Get to end of stage one and you'll get to a bog with pillars and a large door. You can't enter the door until you destroy the guardian - which surfaces from the bog in the form of a big fat fish that spits out fire. Dodge the fish and its fire by jumping around and clinging on the pillars and the bog, get several shots in and it'll blow up, bring up a stone floor, and the door slides open for you to enter.

Next you have the RPG part. Here, you can wander around the village and talk to people (in Japanese!) or enter the various houses. One

house will have a man in, who will give you a password so you can continue here at a later date, or should you die, you'll start here. Another house has a fat bloke in a chair who will increase your jump power, so you can jump higher! Move out of the town and you must make your way to the evil tower, picking up soul bottles lying about. As you wander around, you will meet up with some baddies, where the game will switch again in to the arcade action mode, and you're required to kill all the creatures before returning to the RPG map. Before you get to the tower, you'll have to cross a bridge, and here it reverts to the arcade action mode again. Once you get to the tower, you must once again try to get the soul bottles and get to the end of the stage - this is extremely difficult, requiring great timing, with exploding trees when hit, plants that throw out giant eyes, ledges with spikes, moving pillars which you must cling on to, and four pulsating wall creatures which you must destroy at the end.

M.G. is a great game, apart from the Japanese text, which doesn't really detract from the main game play, although some experimental work is required sometimes. For example, after completing the evil tower, you must return to the village and talk to the fat bloke with the second text option which lets you pass a guarding zombie, and to cross a broken bridge, you must gain extra hover power by talking to a tree with the forth text option!!! Graphics are extremely detailed, and scrolling is very good... a bit blur, but considering it scrolls in all directions it's ace... better than an Atari ST. Sound is awesome with wicked tunes similar to the tunes from Ghouls 'n' Ghosts, and the stereo sound FX is brilliant too. Fire left and you hear in the left ear... great! Overall, if you have a Gameboy and looking for a real tough, alternative Ghouls 'n' Goblins game, this is definitely for you. On the third tower it's packed with traps, and there's even wind like Ghouls 'n' Ghosts pushing you back, plus thunder and lightning.. brill!!! Don't miss it.

Graphics - 95%
Sound - 95%
Playability - 90%
V.F.M. - 90%

Overall - 93%

DODGE BALL
by Naxat Soft
Supplied by PC Engine Supplies
Reviewed by Onn Lee

There's a host of sports games for the Engine ranging from Golf, Tennis,

Baseball, Football, Wrestling, and so forth, so it's no surprise that Dodge Ball is here for the engine - having already appeared on the Famicom, dodgeball is similar to Volleyball, what rollerball is to roller skating.

The game is played on a volleyball court without a net, viewed in isometric Double Dragon style. Each team has 7 players - 4 main players in their own half of the court, and the remaining 3, on the outside of the opponent's half. The object is simple, and require you to knock out all 4 main opponents on the court by hitting them with the ball, within the time limit allowed. If time runs out, then it's up to the referee to decide who wins.

Like Super Volleyball, there a few moves, but not as many. You can pass the ball to other players of your team, launch a ball at an opponent - which you can direct, jump and throw the ball, and for super shot - run (by tapping direction twice), jump, and fire the ball at opponent... usually sending the guy clear off the court. Each of the main players has an energy level displayed at the top of the screen, which is reduced once the guy is hit. If all energy is gone, then you turn in to an angel and drift off up in to the heavens, leaving you one player less. Each team stays in their own half, so if the ball goes out, the extra players can get the ball and either pass or shoot.

Dodge ball can be played by one or two players. In single player mode, you play in different countries, starting from Japan to the slippery ice court of Iceland, to the world champions America with big powerful beefy guys. Graphics are cartoon like similar to Chan and Chan, colourful, but not very detailed. Sound is real neat with tunes corresponding to each country you are playing in, although there's minimal sound FX, and one sample of 'HELLO'. Dodge ball is a great game, although beating the computer opponents should take long, it's best played against other human opponents like most sport games. The computer opponents have some powerful shots though, which I don't think you can perform, including launching the ball up in the air, and dropping on your player at 100mph, plus the boomerang shot - sending the ball off the screen, only to return and smacking your player in the back. All in all, Dodge ball is great fun, but not quite as good as Super Volleyball.

Graphics - 75%
Sound - 80%
Playability - 80%
V.F.M. - 75%

Overall - 77%



SARUNBA

by Namco - 4meg

PC Engine - Bought from Supervision
Reviewed by Onn Lee

Barunba is the latest shoot'em up from Namco, and follows the cute, colourful but extremely dangerous graphics as their previous blaster Ordyne. However, where Ordyne was very easy, Barunba is one tough cookie - not only because of the actual game itself, but control methods.

You take on a sphere shaped craft that has a rotational gun fitted to the machine, so you can fire in 360 degrees around you - well, not quite 360 degrees. Unfortunately, to control the ship you require the use of all the buttons on the pad!! Button II fires, Button I + RUN rotates the gun anti-clockwise, and Select changes your weapons from the four available to you, plus the pad controls your ship. If you can cope with that, you also have the added problem of the weapons, as some can be beamed up like R-Type... so not only do you need four arms, but two brains!

However, Barunba is a brilliant game if you can handle the awkward controls. The game has five levels, set in different locations. You start in the country side with the city in the back drop, moving left to right, and soon enough, flying ducks head towards you. Ducks are dangerous, so roast them with your fire. Generally, ducks are a blue colour, but kill a red one (in-fact, all red creatures), and it will leave an icon behind. The icon changes from 'V' sphere to 'N' to 'S' to 'L' and back to 'V' again. These correspond to your four weapons which are needed to top that weapon's power as they are reduced when used. More icons of the same weapon you collect, the more powerful the weapon becomes. The weapons are Vulcan - rapid fire red bullets (V), Napalm bombs (N), Shield Beams (S), and Lasers (L). All four have their advantages and disadvantages of course. e.g. where as Napalm is extremely destructive, they are short range and fire a couple of them at a time, Shield beams are very weak, but can protect you from enemy fire.

Like Side Arms, the game also scrolls up and down as well, and the enemy become more numerous but keeping with the level theme with formation flying birds and bees, mosquitoes, jumping rabbits, plus falling fireballs. Get half way through a level, and the screen stops scrolling and you'll confront the first Boss - this been a big lizard head that spits lasers from his mouth, and dives for you. Kill it by shooting it in the mouth and you'll continue until you reach the end of stage Boss - a big lizard/dragon creature that spits out lasers again, fire bursts of bullets and dives for you.

However, sitting at the bottom left of the screen, and you won't get killed. Shoot a large number of shots at his tail, and it's on to stage two which is based under water, and because your craft is filled with air, this pulls you to the surface adding more problems. You also have nasty fishes, seahorses, mines, plus a rather difficult Boss Crab to contend with at the end of the stage.

Barunba has excellent graphics - very colourful, detailed, nicely animated and varied, not only the sprites, but backdrops too. Sound's ace too with a catchy tune playing throughout the stages, plus good sound fx. Although the game's great with different formations of creatures coming from all angles, etc. the control method is a pain in the behind, making things a lot harder than it is.. which is quite difficult in itself. Barunba is a difficult shoot'em up and one for the harden shoot'em up fans - if you can suss the controls.

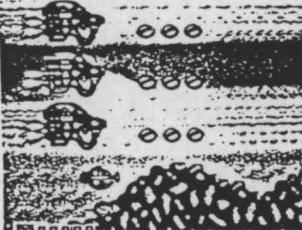
Graphics - 93%

Sound - 85%

Playability - 80%

V.F.M. - 80%

Overall - 80%



BARUNBA: IN TROUBLE - 3 BIG HEADS ABOVE!!

BLUE BRINK

by Hudson Soft - 3meg

PC Engine - supplied by PC Engine Supplies
Reviewed by Onn Lee

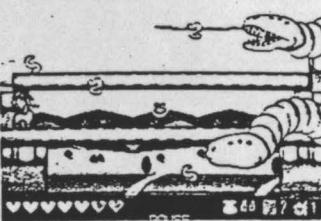
This has got to be the cutest game for the PC Engine, if not all consoles. Blue Brink is an arcade adventure similar to Wonderboy/Chan and Chan, where you must get through several stages of platforms and obstacles, shoot all the nasties, find a key, get to the end of the level, and destroy the big Boss - then it's off to the next level.

However, what makes B.B. different from the others, is first the graphics - which are extremely detailed and brightly coloured, and secondly, instead of controlling one person, you have three. You don't actually control all three, but only the person in front, with the other two following behind, like multiples do in Nemesis. The main character you control is a kid in a green suit and cap, and always leads. The other two characters varies on the location you

are on from four... your girly princess, a beefy sailor, and two gangster looking fellows in purple pinstripes, one tall and thin, and other small and fat. Each person has their own abilities, and whoever takes the lead - all three will have that ability. Rotating the position of the lead person is activated by hitting the Select button.

Your main character, the kid can jump good and fire stars in a straight line, the princess can not fire a shot of anything, but can jump mega high, the sailor lobs destructive bombs, tall gangster fires short range arrows in both direction, and short gangster fires double droplets, but latter three are not very good jumpers.

When you start the game, you are shown a map of the level with your little yellow van. To get to the end, you must first locate the key hidden in one of the locations. Each location is connected by roads, so to get to a certain location, you require to travel through other locations. Once at your first location, you are presented with a side view scroller game. Level one - 'Rose Town', is similar to wonderboy with trees, houses, logs, etc., and the nasties come in the form of tortoises, armadillos, birds, teddy bears and gnomes. Like wonderboy too, you start with three lives, with each life having a set amount of energy shown by red hearts. Also, shooting creatures will leave icons behind including coins, bombs, speed-ups, heart icons, extra lives, keys, etc. Collecting 100 coins, and extra hearts will be added. Blue keys are required to open chests dotted around the stages, and there are also hidden pots that contain useful items, including the red Master Boss key.



BLUE BRINK: BOSS 2, TWO BIG SNAKES !!

Get the red key, and make your way to the last location to face the end of level Boss. Level one has a giant golden face that bounces around the screen firing at you, over a pyramid. As the kid, you get upon a cute little pony, and must get a number of shots at the face to destroy it. Then it's onto the next town, with different scenery and creatures.

Blue Brink is a well ace game, but is rather easy to get to the end as it only has 5 levels... I didn't say complete, as the end of game devil is mega tough! Once you've located the key in each level, you can go straight

to it, avoiding other stages, so making things easier, plus there's an infinite continue mode to start at the beginning of the level. Graphics again, is the best on the engine, and sound is great too, with brilliant bopping tunes per stage. Is Blue Brink worth getting? Yes, as it's very playable and addictive, but getting through the levels is fairly easy.

Graphics	- 95%
Sound	- 85%
Playability	- 80%
V.F.M.	- 75%
Overall	- 80%

D.J. BOY
by Sega - 4meg
Mega Drive - supplied by A.J.
Reviewed by Onn Lee

D.J. Boy appeared in the arcades last year - and the story of the game is, your girl friend has been kidnapped by a freaky long haired guy, bunged in to a van, and driven 6 stages away... sounds a bit Vigilante again! So, you put on baseball cap and roller skates, and set off to rescue your love. As you skate left to right, viewed in Double Dragon perspective, other cool dude skaters are out to stop you, punching and kicking. The graphics are real neat, and cartoon like.. extremely colourful and detailed, although animation is a bit poor. You can also take them out using combinations of the three buttons to punch, kick, flying kick, and double punch. Downing an enemy and a coin will be left, which can be collected for later use in the shop. The game scrolls automatically, so Downing skaters quickly means, more skaters will replace them, meaning more cash. You start with three energy units, which is reduced if hit, but can be topped up by Downing a small guy in a suit, who will drop a hamburger. Get halfway on stage one, and another hazard comes in the form of a girl skater who throws dynamite all over the place. Reach the end, and you'll have to finish off remaining skaters, then meet the end of stage boss - a big fat black woman, who has a powerful slap, and a deadly 'FART!'. If you can get a number of flying kicks on target, she'll flop over and drop 3 coins.

Before you start on the next stage, you'll enter the shop scene. Here, with the coins you've collected, you can buy helpful items to assist you. These include burgers to top your energy, ice cream (I think) to increase amount of energy units, power punches, helmet for protection, faster skates, and an extra life, as you only get one. Once you've bought what you wanted, it's on to the next level, with more bully boys in leathers, and traffic cones and oil, plus a muscle bound puffer at the end. Stage 3 has added rolling and bouncing barrels, and kitted out skaters and

unicyclists again with dynamite, with two bopping clowns at the end. Stage 4 is set on a construction site with the added problem of gaps in the girders, so some good timing jumps is required, with a blue D.J. Boy at the end that can perform all your moves, but dead easy to deck. Stage 5 has all the previous 4 stage bosses for you to down again, plus the freaky long haired dude with a fiery breath, and lastly stage 6, where you are up against another big fat black woman, but this time she's been taking karate lessons!!

All in all, D.J. Boy is a brilliant game to play, an alternative beat'em up with great graphics and sound. However, if I tell you that I'm writing this review a couple of hours since I started playing the game.... you'll gather this is another easy Mega Drive game... and you'll be right. With only 4 REAL stages (a lot less than the coin-op), each stage been quite short, it's lasting appeal doesn't justify the price. Although there are two difficulty levels, Easy and Normal, Normal is too easy as it is. Sega should have got rid of the Easy and added a Hard option instead. Again, Brill game, shame about it's toughness.

Graphics	- 90%
Sound	- 80%
Playability	- 90%
V.F.M.	- 25%
Overall	- 70%

SPLATTER HOUSE

by Namco - 4meg
PC Engine - supplied by John Wright
Reviewed by Onn Lee

Splatter House appeared in the arcades in '88, and is very similar to Friday the 13th, as you control a beefy guy in a white ice-hockey mask in a horror action beat'em up. The story goes that, you, Rick Taylor and girl friend, Jennifer Wills, were driving along, when suddenly a storm brew up and your car conked out. Like most traditional horrors, you are way out of the city and the only building in sight is a mansion on top of a hill. So there you go. As you'd expect, the proprietor is a mad professor who has conjured up all manner of ghoulie creatures. You get duffed up by the nasties which disfigure your face, hence the wearing of the mask, and Jennifer get held captive by the prof. for other experiments.

Hurt but not dead, you set off to rescue your doll and make mince meat of the prof. As you move left to right through the mansion, zombies walk towards you which you can rid by punching and kicking them. If one of the undead touch you, then one of your start five life units are lost - although you do start with three lives. As

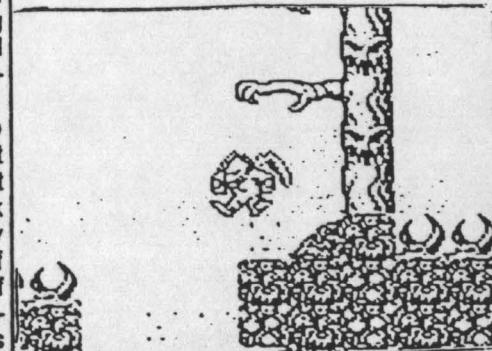
you progress, dead bodies on ropes drop down from the ceiling and corpses throw up slime. To help you along the way, weapons occasionally are found lying around including a wooden stick on stage one, to rocks, spears and spanners that you can throw, and a rifle with limited ammo. Reach the end of stage one, and you'll enter a room with hatching snakes that jump up at you with gaping mouths, which you must kill all.

Later stages, you get to face spikes that come out of the ground, floating mines, bog creatures, pouncing were wolves, crawling and jumping hands, poltergeists, and body eaters - like embryos that attach themselves to you. Plus a haunted room with flying furniture, and a gruesome hooded person with chain-saw hands!!



Splatter House is one hell of a game. Graphics are brilliant with horrific, slimy sprites, and backdrops which are very detailed. The game also has some fabulous effects, eg. on stage 4, there's a corridor of mirrors which act like real mirrors showing your reflection as you move in front of them, not to mention certain reflections of yourself crashing out to get you!! But most amazing is the sound, with great tunes which are very atmospheric, and eerie. Definitely don't play this game by yourself in the dark!! Playability wise, it's quite difficult at first, but after several goes, if you can figure out how to slide, getting through the stages isn't too difficult, and with only 7 stages, completing the game should take too long.

Graphics	- 90%
Sound	- 90%
Playability	- 85%
V.F.M.	- 70%
Overall	- 85%



DON DOKO DON

by Taito - 3meg

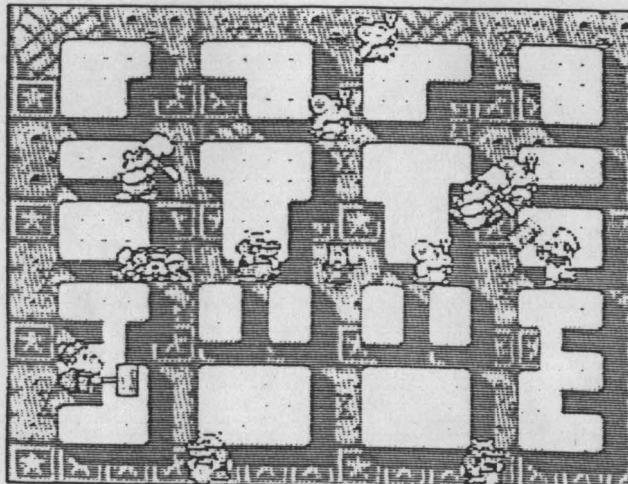
Engine - Supplied by T.Yamashiki (Japan)

Reviewed by Onn Lee

Don Doko Don is very very similar to Taito's other platform game Bubble Bobble... cute graphics, same platform maze types, able to jump up platforms but not down, kill all creatures on screen to complete stage, jolly catchy tunes, dual player option, extra and secret bonuses, and extremely playable and addictive!

Although the game is so similar, Don Doko Don has different variety of levels like Rainbow Islands and a different method of destroying the enemies. You (and a friend) play a gnome equipped with a large mallet, and must rescue the fair princess (fairy) who has been kidnapped by some flying pigs and cows! There are 50 stages of 2 difficulty levels. The 50 stages are split up in into 5 scenic levels.

Each stage has a network of plat-



DON DOKO DON : UP AGAINST MICE, COOKS AND HIPPOS!

forms with a number of enemy creatures in. You then appear and must knock-off all the creatures. To do this, you must hit them with your mallet, which will squash them - but not kill them. Like Space Panic, if left alone, they will become active again - but a lot meaner. So, once you've squashes them, you'll have to pick them up and throw them against something, where they will turn in to fruit, which you can pick up for points. Throwing squashed creatures at other creatures will also knock the active creatures out. You can also pick up a load of squashed creatures at once, but this will slow you down should you wish to carry them off to throw at someone. When playing in two player mode, getting hit by a flying squashed creature, will send the player flying!!! You start with 3 lives (You get 6 credits!) with one unit of energy per life. Extra energy appears at selected places and times in each stage as single units (red drinks) or maximum energy (energy spheres). Other items that appear includes a blue bottle that

will increase your speed, a more powerful mallet, a blue mallet that you can throw, a book that kills every thing on screen, and a book that brings down a shower of yellow stars that kills all meanies they hit. Oh yes, you can also hit each other in two player mode, knocking opponent out for a second, and nick opponent's special mallet should he/she possess it!!

Get to the 10th stage of a level, and you'll meet the big boss. Each is different, but require you to bash parts of the creature or other creatures, pick them up, and throw them at the Boss to reduce it's energy. With enough hits, it will explode... and you'll enter the next level. Level one has a giant Tomato plant with rotating tentacles, and level two has a big bouncing blue Teddy Bear that throw exploding sweets! The enemies and obstacles are varied from stage to stage, starting with normal platforms with two small mushrooms and one big fire-spitting mushroom, to boomerang throwing elves, falling rocks that shake the

whole screen, spongy platforms that bounce you about, spear throwing dragons, chefs with knives, slippery ice surface, bouncing rock creatures, cake throwing teddy bears, etc. Don Doko Don is truly brilliant, especially in two player mode. Graphics are ace and nicely animated, with something new on every odd screen, and sound to match, with catchy

tunes and effective sound effect. Bubble Bobble and Rainbow Island fans should not miss this, nor any one else for that matter!! A C.M. MUST!!

Graphics - 90%

Sound - 85%

Playability - 90%

V.F.M. - 85%

Overall - 90%

FORMATION SOCCER

by Human - 2meg

Engine - supplied by John Wright

Reviewed by Onn Lee

Here we go, here we go, here we go! Yes, it's World Cup '90, and just in time for Human to release their next multi-player sport game - Formation Soccer or Human Cup '90. Unfortunately, like Splatterhouse, this game is very difficult to get hold of.

This is the first soccer game for the engine, and certainly the best I've played bar Kick-Off on the Amiga.

Before you begin, you get the option to play in Exhibition or Human Cup. The former is a single match game where you can play from one player against the computer to 4 human players - 2 against 2, and Human Cup lets you play against the computer teams from the very weak Japanese to the World Class Italians to win the Cup.

Once you've picked your choice of game, players, and picked your team, you then pick joypad options (so left/right handed players can turn pad upside down!), select team formation, auto/manual goal keeper, and time limit. Then it's on to the pitch, viewed 45 degrees down. After some terrible speech of "Kick Off".

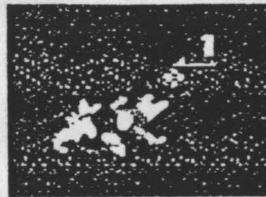
When the whistle blows, the game starts. Controlling the players is very easy. You always control a player with a 1 above the guy's head. If in 2, 3, or 4 player mode, that number is featured. Usually, the person nearest to the ball is issued, although, if you wish to control another, stabbing the RUN button changes players. Button II will pass the ball to your team mate who has a triangle over his head, and button I is the main button for kicking the ball, sliding tackle, heading, etc. Curling the ball



can also be pre-formed by kicking the ball, then moving pad in required direction straight after. However, there are no fouls/free kicks, or off sides for that matter. Unfortunately, when auto goal keeper is selected, it's nigh impossible to score as the keeper is too good - meaning, when playing against the computer, it's extremely difficult to win outright. Chances are, you'll shoot 50 shots on target, and 49 of them will be stopped by the keeper.

Should you draw, then it goes on to penalties. This part is brilliant, as it's viewed in 3D, behind the penalty kicker. Using the eight directions, you can kick the ball in the required position, or save the ball, if you're the keeper. This is quite spectacular, as the keeper jumps or dives for the ball. If he saves the shot, he runs off cheering, but miss, and he goes nuts!

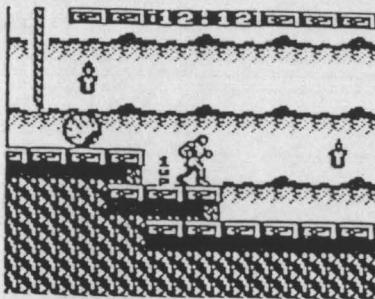
As soccer games goes, Formation Soccer is extremely good and should not be missed if you own a PC Engine, although playing against the computer is too difficult. Graphics are not the



best seen, but above average, with good animation, with running, kicking, over head kick, chesting and ball, sliding tackle and heading. Sound effects are rather awful, with terrible speech and cheering crowds. Music isn't too bad, but similar to their wrestling game, although there are several different tunes related to the country kicking up field.

Overall, Formation Soccer is a must if you have friends to play against, (Unless you think you can beat the computer teams!!) using manual goal keeper, of course! Another one, not to be missed!!

Graphics	- 80%
Sound	- 80%
Playability	- 90%
V.F.M.	- 90%
Overall	- 85%



CASTLEVANIA: SECRET OF THE INNER SANCTUM

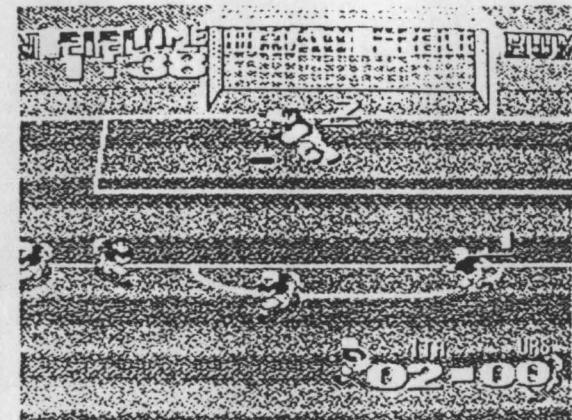
the screen flips. Getting through the levels is real tough, requiring pixel perfect actions and timing. Reach the end, and you'll have to battle it out with the Boss or a number of creatures.

Castlevania is a very tough game, and even stage one is hard. The slit second timing required is a right bummer and usually mean life or death,

plus, getting hit reduces your weapon power too, which is a real pain as 1ups can only usually be picked up with full power. Compared to Capcom's game, Castlevania plods along at a rather slow rate, but worst of all, when there are too many objects on screen, things really slow down. Graphics are well ace, not as good as Makaimura Gaiden, but above average, and sound is very good too. All in all, Castlevania is one of the better games for the Gameboy, but have a number of flaws, unless I'm just

no good at the game, but definitely one for the hard arcade gamester, especially if you liked the game on other formats.

Graphics	- 75%
Sound	- 80%
Playability	- 75%
V.F.M.	- 75%
Overall	- 75%



F. SOCCER. GREAT GAME FROM ITALY

CASTLEVANIA

by Konami - Gameboy
bought from PC Engine Supplies
Reviewed by Onn Lee

Castlevania (or Dracula) have been a great success on the Nintendo Famicom, plus on coin-op and MSX format, so it's no surprise that Konami have converted the game to the Gameboy. Castlevania, if you don't already know, lets you control an Indiana Jones type guy equipped with a whip, in a massive arcade platform adventure. To get through the levels, you must travel through standard issue ghosts and goblins scenery (although more dangerous) - through forests, castles packed with traps, cross bridges, etc., full of nasty creatures from flapping bats and birds, to giant rolling eyeballs, and pouncing werewolves.

Along the way, candles are situated in various places, which when whipped, will leave items behind. Coins will give extra points, crosses will make you invincible, hearts will top up your energy, a stone will increase whip power, and 1ups will give you an extra man. The game scrolls left and right, but when moving up and down,

ALTERNATIVE COLUMN

Remember we started a 'alternative use of the PC Engine'? Well, it seems that, the Japanese have seen our article and have come up with the Engine lunch box. Why is there a need for tupper wear when you can pack your engine with all that yummy food.

ENGINE LUNCHBOX



One of the things about computer games are, very few females play them. In fact, there only one female that subscribes to C.M. So, what we want all of you to do is get your wife, sister, mother, grand mother, girl friend, daughter, etc. to play on the machine, and send in their high scores. So as Toya Wilcox says, "Come on girls", show what you're made of. All high scores must be signed by the player (so no cheating). Photos would be great too, although not sure photocopy of it will turn out too well in 'zine, so not necessary.

NOTICE

Unfortunately, all you Megadrive owners who were looking forward for the hardware D.I.Y. modification, will have to wait for next time, as our friend in oz-land have yet to send me the details of how it's done. If and when I do get them, it will be in the next available Fanzine. OK!

Also, Due to the lack of people entering our competitions, there will be no competition this month. If you think the competition should be a regular feature, then write in. Also, I would like to know what consoles people own! Since the first issue, most people have changed machines.

LAST ARMAGEDDON



TECH TIPS

SPLATTER HOUSE
(PC ENGINE)

If you think the game is a bit easy, then Splatter House has a built in HARD level. To get this, on the title screen, hold down the SELECT button for a few seconds and 'HARD' will appear under the 'PUSH RUN BUTTON' text. Unfortunately, it's not that hard.

For Sound Test Mode and Stage Select Mode, do the following: Press Run to start and when you get the picture of the house and the lighting etc. hit the SELECT button 3 times, then press LEFT and button 'I' at the same time to get Stage Select. For Sound Test, press Select.

AFTERSURNER II
(MEGA DRIVE)

For Stage Select, hold down all three buttons A+B+C and press Start. You can now move stick left and right to select starting stage.. well... up to stage 20 only.

Also, each of the the reload weapon stages when you connect with your big plane has a secret message. To see the message do the following, although some are hard to produce.

- Stage 3 - Pause, then press Left & 'B'
- Stage 5 - Pause, then press Right & 'B'
- Stage 9 - Pause, then press Down & 'B'
- Stage 11 - Pause, then press Right & 'B'
- Stage 13 - Pause, then press Left & 'B'
- Stage 16 - Pause, then press Left & 'B'
- Stage 19 - Pause, then press Down & 'B'
- Stage 21 - Pause, then press Right & 'B'

SPACE INVADERS PLUS
(PC ENGINE)

Hold button 'I' down and press RUN for auto fire on normal joypad.

GENDEIYOMA DEN
(PC ENGINE)

On title, press UP, RIGHT, DOWN, LEFT, 'I', 'II' to get option mode.

The second line is number of lives

The third line is country select

Sound Test

Voice Test

PARANOIA
(PC Engine)

On title screen, hold UP + 'I' + 'II' + SELECT then press RUN for a much harder game all round.

On title screen, hold 'I', 'II', SELECT, then press RUN for Sound test.

On Stage 2 boss, go in to the bottom right hand corner to be safe, and attack with WIDE BEAM.

CHASE HQ
(PC Engine)

Stage 5, to get the correct direction in the road, look at your radio channel when you start. If the second digit is an odd number, go right, and if even, then go left.

Sound Test on title screen, after 'noise', press left, right, I, II, Down, Select, UP, SELECT.

CYBER CORE
(PC ENGINE)

On the title screen, hold Left, then Select, to get 'Input Password' mode.

Password	What Happens:
YANDI	Easy Mode
HIGEPIN	Hard Mode
SCSI	Sound Test
MIKARIN	Invincible
IRO	Colour Bar, Colour Test
MAI	Pointless. Start from stage 1
EMI	Start from stage 2
YUUMI	Start from stage 3
PERSIA	Start from stage 4
YU	Start from stage 5
MAMI	Start from stage 6
MIHO	Start from stage 7
LALAMOTO	Start from stage 8, the last stage
SARA	See the ending
MAKIRIN	Thinner screen
EIKOCHAN	Normal?
AMI	Start with Max. power up
RIE	Start with 2nd to Max.
NAOMI	Start with 3rd to Max.
MIDORI	Start with 4th to Max.

TIGER ROAD
(PC ENGINE)

Just before stage one, kill as much of the enemy as possible to get points. Do this until you run out of time, and eventually (about 20mins) you should be able to get 9 lives.

SUPER VOLLEY BALL
(PC ENGINE)

To 'Block' with 3 people. Do as you would to block normally and rapidly press button 'II'.

RED ALERT
(PC ENGINE)

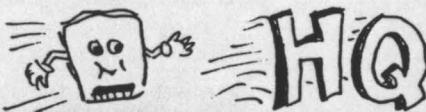
Before you start, it shows you a map of the stage you are about to play on. On the map, you get either a blue, yellow or red marker, to mark the spot. If you get a red marker, don't use anything apart from your 'PISTOL'. Then you get far less enemies to deal with!

SONOBAN WORLD
(PC ENGINE)

If any one has got this game, then enter "MACKY" as the password for SUPER HARD hard mode, with more tougher mazes for you to complete.

DODGE BALL
(PC ENGINE)

For super Invincible mode, on the title screen, press Select, Up, Down, Up, Up, Right, Down, Left, Left, 'II', 'I', then Run to start the game. You have to do all the above fairly quick before the demo comes on. If successful, if you get hit by the ball you won't lose any energy!!



Makainura Gaiden Tips

If you own a Gameboy, then you should get this game, as it's the best game on the machine, and probably more playable than most desk top console games! As the game features a fair old bit of Japanese text, this is an overview of what to do... up to the point where I can not venture, that is!

Firstly, try to get all Soul Potions on both the side view and RPG parts of the game. In RPG mode, go up the a potion, and select the 4th option in menu to get the soul. I think, if you get enough of them, going in to a house with a zombi in, you will get an energy potion. Should you lose too much energy in the arcade mode, you can top up energy with the potion.

Anyway, lets go through the game:

i) When you complete the first castle with the big Boss Fish, which shouldn't take you long, head left and up to the village, challenging any ghosts that block your way with option 1. First go to in the house above you when you are in the village and talk to the zombi with option 1 to get the password code, and note this down. The code is a 8 Japanese character string separated by a '-'. Infact, so this everytime you come to a village should you wish to continue from here at a later date. Then go down to the house with the bloke sitting in the chair and speak to him with option 1 again, and pick the first option when he asks you something, for a '2 jump'. You can also visit the zombi in right house too. Next, exit and cross the bridge... watch out for the water, as it kills!

ii) Once across, head right/down to the next castle (tower). This is might hard, but as there is an extra life on the far right, you can keep on getting it if you die on this stage. To get, you must drop from the top, get the extra life, then hover left to safety. On this level, there are plants that release big eyes. The best way to knock them off is to cling on to the platform they are on, and after they have released an eye, jump up and shoot it. Also, if the plant is near the top of the screen, when an eye is released, it goes off screen and doesn't re-appear! The end of stage is real tough, but shoot bottom left first by standing on platform and jumping up to shoot, then bottom right, by jumping right - hover - shoot one shot - then moving back left, and repeating process. Next, jump on to moving pillar above to destroy top two wall creatures, by jumping, hovering and shooting. Exit through left hole in wall, once done.

iii) From here, you must return to the village and go back to the bloke in the chair. It's a good idea to get password again! Anyway, talk to the chair guy, but with 2nd option... and he will give you a better weapon. Next time you're in action mode, bring up screen and select the boomerang like looking weapon for added power. Next, head back over the bridge and go up. You'll see a zombi guarding a cave. He should let you pass now if you talk to him. get through the watery cave, and enter village for password again. further up, there is a ghost guarding a bridge. Unfortunately, the bridge is broken, and you can't get across, until that is, you get something from the large tree with the 4th

option. There's only one big tree in the area, so you can't miss it, just above the village, opposite castle. Once you get it, you'll be able to hover longer - so to cross the broken bridge, jump and hit the jump button continuously and you should just get to the other side!

iv) Once across the bridge, head down to the vastle. This is another tricky one, as it's full of traps. so watch out! The end of stage with the vanishing head is quite a hard one to destroy. Best to jump all the way to the top right side, and when the Boss appears, shoot and avoid, making your way to the left. When you kill it, enter door, then talk with another Chair guy with 2nd option, for Maximum Hover Power. Then exit.

v) Head for the next village, then to the next where a devil guards one of the houses. Speak to him with 1st option to challenge him. If you win, you'll be able to enter the house, where another chair bloke sits. However, when he asks you a question, you're unable to accept it, so choose 2nd answer. You must complete the 4th castle before you can accept this.

vi) The forth castle is secretly hidden, located right of the village in the middle of a dune. To get to it, walk up along the left side and move right towards it one space above entrance. Stop, and move down one when you're a character behind entrance. The right one, and down in to it. vii) This castle is a right bummer with near bottomless pits packed with spikes. Use hover wisely, and cling on to any safe walls to recharge hover as much as possible. Watch out for snake! Try to keep horizontally with it and shoot! When

exit - moving down to another entrance. Travel through this and you'll enter a room with a star in the middle of the floor. Stand on it and select second option, where it goes dark, and a bloke appears. Move to him and speak to him several times, where you will be able to exit by talking to guard, and transported to other side of mountain, where you can cross the dangerous bridge! Then go down to village.

ix) From village, head right until you get to a cave. DO NOT ENTER!!! Go up from this cave, and you'll see another. This is the one you want to enter, as all the rest will lead you back to other caves! To get through the caves, apart from shooting the snakes, you must climb up the spikes!! To do this, fire your marshmallows at the spikes and they will stick to them for a few seconds, letting you cling on to them, so you can work your way up or down, or just to recharge hover. The cave will lead you to the fifth castle, and the most deadly as yet! You will also get 3 jump power. Unfortunately, this is as far as I can get. If anyone gets further, please let me know!!

Blue Brink Tips

by Derek Garforth

Rose Town: Key for end of level in tower area. Keep shooting at step, up between platfors. key in pot that appears third screen. To kill boss, keep on the top of the pyramid. Shoot one side then when boss comes up, move to the other side and shoot. On Rose town, collect as many lives as possible. One in bonus screen in town

area, one in chest just before boss door - you'll need them for level two boss.

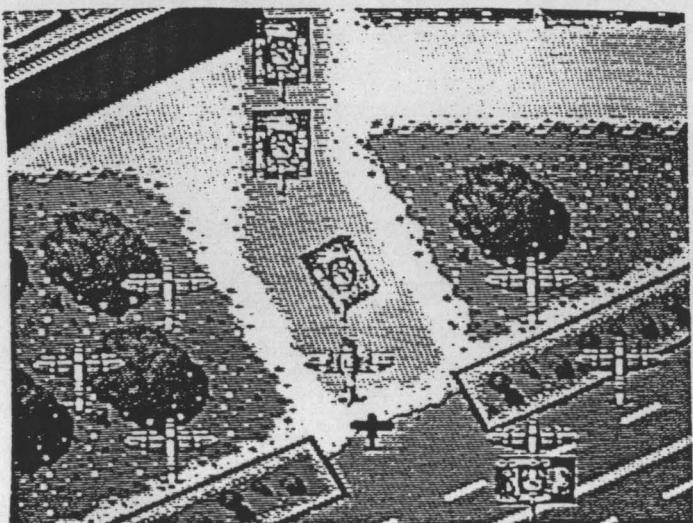
Ivory Castle: Key in log area - when you reach first house, stand by door and jump and shoot key in pot above door. To kill boss, stay in same place and alternate from top log to bottom log. Try to avoid fire and shoot heads - a real tough cookie, this one takes a lot of hits!

Yellow Town: Key in mountain area -

shoot at top of fourth big log/post - key in pot. To kill this boss, same as level 1 - easy!!

Rainbow Town: Key in circus tent area - jump and shoot at top of fourth lampost. Be careful not to scroll the screen too much, or you'll miss it! To kill boss, keep moving around shooting all the time - dies quite quickly.

Guroso Castle: You do not need to find a key to meet big Boss - I've pumped him full of fire balls but he always kills me - mega tough!!!



ENGINE: AVENUE'S LICENSED 1942 LIKE SHOOTEM UP... LOOKS AS GOOD AS MD VERSION

you get to the end, stay at the top, and shoot inwards. When the battlecraft comes at you, jump and hover over it to the other side and shoot inwards again. Repeat and you should destroy it without much trouble. You should gain a powerful marshmallow like weapon. NOTE: Although, this is the best weapon, should you meet up with the fish again, switch back to the boomerang like weapon as the marshmallows doesn't have any effect on it.

viii) Return to village, and enter house with bloke in chair and speak with him. In the top right of his house is a secret passage to the next area. Collect potions and

SWAPLINE

FOR SALE: Dragon Spirit, Ninja Warriors, Legendary Axe, The Kung Fu (Drunken Master), and Watura at £25 each. Call Andy Storer on 0225 331275 after 7.00pm.

I have Ghouls 'n' Ghosts, Super Hang On and Alex Kidd. I would like to swap them for Thunderforce 2, World Cup Soccer, Rambo 3, or World Masters Golf. My telephone number is 0443 430042 ask for Craig.

FOR SALE: PAL Engine for £180 with 4 of the following games, Pacland, Ninja Warriors, Fantasy Zone, Side Arms, Dragon Spirit, Son Son II, Cyber Cross, Ordyne. Sell other games also. Write to William Azzoug, 95 Hawthorn Bank, Spalding, Lincs., PE11 1JQ. or Tel: 0775 723031. Also, swap PC for LYNX

FOR SALE: Dungeon Explorer, Rock On and Chan and Chan. All 3 for £35, but would be prepared to sell them separately or swap them for Sega Mega Drive games. Write to I. N. Beauchamp, 10 Buttermere Path, Biggleswade, Beds., SG18 8QL.

FOR SALE: Super Hang On, World Cup Soccer, Super Shinobi, Rambo III, New Zealand Story, Ghouls 'n' Ghosts, Darwin 4081, and Forgotten Worlds - 20 - 25 each, or swap for virtually any Mega drive games especially shoot'em ups (Curse, Tatsujin, Space Harrier II). Phone K. Wickens on 0775 761609.

SWAP: Japan Warrior, Overhauled Man, Honey Sky, Shinobi and Dungeon Explorer. All offers of other games considered. Write to D. Worth, The Knoll, Danle Lane, Kingsley, Cheshire, WA6 8BL.

WANTED: Sega Mega Drive games wanted, phone Keith on 051-931-4673. Fair price Paid.

WANTED: P47 and Ordyne. For Sale or swap: Rock On, Chan & Chan, Bloody Wolf, Ninja Warriors, Shinobi. Alan 0277 822 793.

FOR SALE: PC Engine (PAL) with five games. Bargin at £140 or swap for five Megadrive games! Tel (024877) 421156 and ask for James, or write to, N.J. Cain, Taw Y Feliw, Gaewen, Gwynedd, N-Wales, LL60 6BN.

Japanese Family computer console with nine japanese games, two joypads and a converter to play NES games. Works with U.K., H.K., and U.S. NES games - £100 o.n.o. Plus lots more famicom games for sale. If interested, please send s.a.e. to Ken-

neth Chau, 20 Carrick Road, Ayr, KA7 2RB. Scotland. UK.

Swap Sega Megadrive (scart) with 11 top titles for Super Grafx (scart) with games or sell for £320. Phone (0306) 885 003 after 6pm. Also PC KID to swap.

Megadrive Ghouls 'n' Ghosts to swap, brand new - Telephone 081-504-8861.

PC Engine and Megadrive games to swap or sell. Games include :- GunHed, Paranoia, City Hunter, Vigilante, etc. On Megadrive:- Whip Rush, Super Shinobi, Thunderforce II, Super League Baseball. Also Japanese mags for sale. Tel: (051) 931 2594 or 931 1381 between 4pm and 8pm.

Megadrive games for sale @ £25 :- Air Diver, Final Blow, Last Battle, Darwin, Curse, Kujaku 2, Rambo 3, N.Z. Story, Tatsujin. Also Alex Kidd at £15. PC Engine games to swap too (lots!). Contact Ade (0246) 206054.

I would like to swap 2 games - Pacland and F1-Pilot for offers (PC Engine cards). They are in good condition. My address is : 142 Lightwood Road, Buxton, Derbyshire, SK17 6RW, or tel: 0298-23768 (Greg after 6.30pm). I'm also willing to swap a 'BBC Model B' computer for about 6 PC Engine games. Beeb in good condition.

Megadrive games to swap or sell. I have New Zealand Story, Thunderforce II, £26 each, Forgotten Worlds, Rambo III £22 each. Phone Tim Humpreys (0285) 654921.

Have you any of these games you would like to swap for the PC Engine? - New Zealand Story, Chase HQ, Volfied, Moto Roader, Legendary Axe, Altered Beast, Atomic Robo Kid, Splatter House, PC Kid, Doraman, Paranoia, Mr. Heli. If you have, phone (0285) 651466, and ask for Robert Cloke.



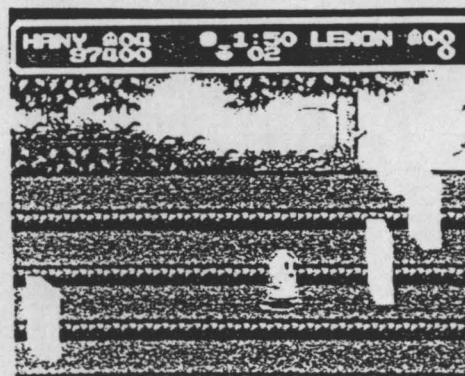
ENGINE: BARUNBA FACING FIRST END LEVEL BOSS!

C.M. Engine Software Hire

Because of the loss of a couple of games through the post, I must now insist that, all who hire from us, MUST get a receipt from P.O. when sending back items, better still send by recorded delivery. Game hire will still be £3 but does not include return post, with CDs at £4 because of extra weight.

Games list includes: Alien Crush, Altered Beast (CD), Atomic Robo Kid, Barunba, BeBall, Bloody Wolf, Blue Brink, Break In, Digital Champ, Chase HQ, Dodge Ball, Don Doko Don, Dragon Spirit, Dungeon Explorer, Fighting Street (CD), Final Lap Twin, Final Zone II (CD), Fire Pro Wrestling, GunHed, Heavy Unit, Legendary Axe, Moto Roader, Nectaris, Ordyne, PC Kid, Power Drift, Power Golf, R-Type I, R-Type II, Side Arms, Side Arms Special (CD), Shinobi, Space Harrier (Not SG compatible!), Son Son II, Super Darius (CD), Super Volley-ball, Taito's Motocycle Racing, Tales of the Monster Path, The Kung Fu, Valis II (CD), Victory Run, Volfied, Wonder Boy II, Wonder Boy III (CD), World Court Tennis, Ys I+II (CD).

We hope to have more soon.



ENGINE: HONEY ON THE ROAD - SEQUEL TO HONEY SKY

QTQR!: Unfortunately, naff all on the atari scene of great interest, although my friends and I did visit the Atari '90 show a couple of weeks ago. At the seminar for the Lynx, the guy revealed some amazing facts about the machine. Amazingly, it has a maths co-processor built in, that's why it's so ruddy fast, plus everything you see on the screen are sprites - the letters, space ships, explosions, back grounds, everything!!! You can have unlimited sprites, as much as the size of your memory, plus sprites can be around 100 times bigger than the size of the screen... real mega. The first 8 player game to be released for the machine will be a driving/racing game.

As Atari haven't released a desk top games console since the VCS range, they plan to launch a new 16 or even 32-bit machine, for a 1991 or 1992 release to hold out the competition from the Japanese who are taking the console scene by storm.

How a game is put together

Hudson Soft
Translated by Tai Ono

Producing a game isn't easy, so what goes behind it, and how are they put together. Over at Hudson Soft, this is how they go about it.

First, there's the basic planning. This involves coming up with all sorts of ideas, and making an overall plan of the game.

All ideas, plans, and 'game stories' are sorted out and written up in a report. Each member of the production team gets a job assigned for him/her.

They decide on things like, what the sprites should look like, in what sort of setting, and what kind of music would be most suited. Hudson Soft say, 'From past experience, no matter how much work we put in to the graphics and sound, a game would not sell if the basic idea or outline was appalling. The team would of course have to record all their ideas obtained in above for future reference.'

Next, the scenario must be worked on. When the basic plan is complete, the team move over to the scenario. This comes about in three stages.

- i) Thinking out a story for the game.
- ii) Working out small graphical details, such as small messages and text (common in RPG's)
- iii) Working out the technical details such as how many Megs are needed, how big or long the game should be, etc.

i) Working out the story for a game is no problem, as the designers can think up any old crap, but they have to decide on things like the setting (when, where and who), and at what age group they want to aim for - (obviously the present Mah Jong game by FACE, a RPG/Puzzle which is the equivalent to strip poker would be most unsuitable for little kiddies)

ii) RPG's in particular have to be given special attention in this bit because the team have to work out how the characters speak (in text), as well as their characteristics. Also, very small details such as the power ups, items, weapons, bonus features, scoring/timing system, etc., have to be sorted out.

iii) The team now have to consult with the technical lads (the engineers, electrical specialists and so on) whether the game would fit on to a give number of megs. In the event a game proves to be too large, there could very possibly be cuts and in some cases, there has to be a major reprogramming effort. eg. Super Darius. If every thing turns out to be just right at this stage, the team moves on to the next part.

The Graphics: The team now moves on to the graphics... dealing

with things like back ground scenes, character sprites, maps of the game, and so on. There are two ways of programming the two different kinds of graphics you get. i) In an action game, there are many sprites - your ship, person, car, whatever, is a sprite. They are designed and programmed in a simple manner on a PC using their own graphic editor, similar to Art Studio on the ST, or paint packages with zoom facility on most computers. Sprites are enlarged to full screen size and the designer shades, colours or alters the sprites until he perfects them.

ii) If you own a CD-Rom, you may have noticed the animation sequences you get in some games, eg. Valis II and Red Alert, etc. There are also digitised photos in some of the RPG's. What they do is that, they put the picture or photo in an image scanner. What comes out is a blocky, rough version of what was put in, so this has to be touched up by hand.

Sound: I think you all know that the PC Engine has got 6 channel stereo sound. Not much can be said about this bit, but Hudson Soft use an Apple Macintosh Computer connected up to a synthesizer to get their in game tunes right. Of course, this does apply for CDs, as they are just digitally recorded.

Programming: When this stage is reached, the team get together all of the things mentioned: graphic, sound, etc., and they start the MASTER programming. They add motion to the graphics but more importantly, they add game play. This takes a bit of time because the right speed and handling of the sprites have to be achieved.

Debugging: Once the game has be 'complete', all bugs in the game must be removed... something some programmer haven't mastered, namely MD Ghouls 'n' Ghosts. The person doing the debugging, gets a sample of the game and loads it in to his computer. He presses Play and monitors the movements of a sprite(s). Once he spots one, he takes note of it and checks his list of what to check for. Some companies have compiled better debug lists than others. Hudson say they have a pretty strict quality control service, and from all the games they have released, it shows!

Fini.

PC ENGINE BEST CONSOLE AROUND?

As this is our anniversary issue, since I launch the first fanzine - then called PC Engine Fanatics, we take a look at the PC Engine, and how it fares with the mass competition that around these days.

The PC Engine was first launched in Japan on 30th October 1987, so is over two and a half years old, and is still selling well even though it has been replaced by the dark grey Core Grafx console. The machine sells for around £100 in Japan which is approx. the same price as its main competitor - Sega's Mega Drive. However, whereas the Mega Drive is selling like hot cakes in the UK... Supervision says they sell around 10 megadrives to one engine, the megadrive isn't selling well in Japan compared to the PC Engine. This is probably because, the Japanese don't see the megadrive as a great improvement over the engine, especially with the announcement that Nintendo will soon release a mega games console - the Super Famicom which all Japanese game freaks are waiting for. Not only that, but the Engine also has a large number of hardware add-ons to improve the machine. These include Audio Video Booster for sharper picture and stereo sound, Back-up Ram Unit - therefore no need for extra back-up ram cartridges which cost more (like Phantasy Star II/III on MD...), a CD-Rom Unit for mega games and other applications - which no other games console has, Graph pad and printer for the more artistic person, 5-player multi-tap for multi-player games, plus the recent announcement of the Communication Booster with Modem and programming software. With the latter device, it's almost certain that a keyboard and some sort of disk drive will be released in the not too distant future.

Software wise, Engine games have increased considerably, and not only in numbers but in quality, and the majority are a lot more playable than their MD counterparts, which only has a few really playable games. You still can't beat Engine R-Type for exact coin-op conversion, not to mention Super Darius, Tiger Heli, Mr. Heli, Wonderboy II & III, and Side Arms. Then there are some brilliant original games like PC Kid, GunHed - still the best shoot'em up around, and multi-player sport games like Moto Roader, Tennis, Super Volley and Formation Soccer. Not only are there just games for the engine, there's also an art program... mainly for use in conjunction with the graph pad/printer, a CD quarterly magazine called 'Ultra Box', a computer dating program - again on CD, plus an database of dinosaurs, CD again.

Then there's the engine's big brother - the Super Grafx (S.G.) which doubles the power of the engine, and even though it only has two specific games, plus Ghouls 'n' Ghosts out on 27th July, it's still a lot better than the Megadrive with no flicker. Battle Ace knocks spots off After Burner/Air Diver, Grand Sword is a wicked arcade adventure, and G 'n' G looks to be identical to the coin-op game, unlike the bug ridden MD version. As for the challenge of SNK's Neo Geo, there's no real competition as the price of the cartridges are too high. The current crop of games for the machine are Mega, however, it's more gloss than anything else... strip down the graphics and sound, and I suppose you could do it on the Engine/SG.

Overall, in my opinion, the PC Engine is still the best desk top games console available, but if you can afford the Super Grafx, then get that instead.



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The Mega Scores Charts

If you have beaten any of the scores on the list below then send them in also any tips you have!

Alien Crush :

79, 090, 400 - Onn Lee
51, 971, 900 - Keith Billington
42, 196, 550 - Darren Pottage

Bloody Wolf :

1, 553, 700 - Tim Humphreys
986, 320 - Rowan Held
766, 400 - Gavin De Bank

Chan & Chan :

1, 519, 500 - William Wong
939, 400 - Darren Pottage
862, 060 - Tony Bunn (C)

Deep Blue :

67, 950 - David Blundell

Doraeman :

2, 536, 900 - Wolfman (C)

Dragon Spirit :

866, 050 - K. Donovan
708, 360 - N. James Cain (C)
708, 360 - Bryn Difyr

Fighting Street :

288, 700 - K. Donovan
281, 000 - Darren Pottage (C)

Galaga '88 :

1, 411, 950 - William Azzoug
1, 217, 330 - Mark Carter (C)
1, 207, 990 - David Charles (C)

GunHed :**Normal Dog :**

13, 248, 580 - William Azzoug (C)
12, 966, 390 - Justin Saunders (C)
10, 341, 510 - Onn Lee (C)

Hard Human :

12, 933, 140 - William Azzoug

Super Mania :

12, 923, 100 - William Azzoug

God of Game :

381, 550 - Onn Lee

Heavy Unit :

294, 400 - Onn Lee

Legendary Axe :

898, 000 - Richard Gibbs
574, 250 - David Blundell
185, 350 - Mark Carter

Mr. Heli :

161, 630 - Jamie Morse (C)

Mr. Shubibin Man :

140, 330 - Darren Pottage (C)

Ninja Warriors :

379, 990 - N.J. Cain
228, 950 - Gavin De Bank
193, 800 - Geoff Ousbey

Ordyne :

321, 880 - James Dobson
263, 010 - Onn Lee

P*47 :

800, 900 - Darren Pottage
790, 500 - Onn Lee

Pac-land :

231, 985 - Keith Billington
92, 290 - Onn Lee
83, 950 - Darren Pottage

PC Kid :

175, 080 - Richard Gibbs
154, 020 - Justin Saunders (C)
92, 600 - Onn Lee

R-Type I + II :

973, 300 - Onn Lee (C)
659, 100 - Anthony Cross

Shinobi

117, 450 - Jamie Morse

Side Arms :

1, 242, 100 - William Wong (C)
913, 800 - William Azzoug (C)
884, 200 - Onn Lee

Side Arms B.C. :

751, 350 - K. Donovan

Space Harrier :

29, 160, 280 - N. James Cain (C)
27, 472, 970 - Darren Pottage (C)

Son Son II :

1, 200, 100 - William Azzoug
865, 110 - Tony Burn (C)
623, 250 - Gavin De Bank

Super Darius :

3, 191, 950 - Onn Lee

The Kung Fu :

764, 529 - Anthony Cross (C)
450, 000 - David Cheung (C)

Ultimate Tiger :

1, 746, 600 - N.J. Cain
1, 678, 330 - W. Greer

Valis II :

593, 800 - Darren Pottage (C)

Victory Run :

18mins 31secs - Darren Pottage (C)
19mins 27secs - Steven Robins. (C)

Vigilante :

20, 340 - Tim Humphreys
18, 460 - David Charles (C)
15, 220 - Darren Pottage (C)

Volfield :

286, 050 - Onn Lee

Watura :

Level 7 - Goran Lukic
Level 5 - Darren Pottage

Wonderboy II :

569, 160 - William Wong
509, 250 - Zaqir Shaikh (C)
306, 000 - Gary Hall (C)

Wonderboy III:

444, 330 - K. Donovan
396, 700 - Onn Lee

Mega Drive**Altered Beast :**

642, 100 - Mark Carter (C)
227, 500 - Jim Clark

Arnold Palmer's T.Golf :

5 under par/8th - Emma Broxup

Curse :

6, 277, 900 - Onn Lee
4, 761, 900 - Darren Pottage

Forgotten Worlds :

649, 650 - W. Greer (C)

Ghoul's 'n' Ghosts :

128, 000 - Onn Lee (C) (stage 2, 2nd time)

Last Battle :

Level Four - Darren Pottage

New Zealand Story :

40, 660 - Anthony Cross

Rambo III :

84, 540 - Anthony Cross (C)
60, 020 - W. Greer (C)

Space Harrier II :

26, 624, 580 - Darren Pottage (C)
23, 859, 400 - Onn Lee (C)

Super Hang On :

51, 689, 340 - Darren Pottage (C) JUN
29, 273, 800 - Darren Pottage (C) SEN
16, 219, 920 - Mark Carter - BEG
12, 600, 760 - Darren Pottage (C) BEG

Super Shinobi :

1, 457, 000 - Chris + Matthew Anthony
185, 900 - Darren Pottage

Super Thunderblade :

11, 088, 470 - Darren Pottage (C)

Thunderforce II :

1, 159, 030 - Darren Pottage (C)
790, 870 - Anthony Cross

GAMEBOY**Nemesis :**

296, 800 - Onn Lee

Tetris :

74, 937 - Onn Lee

Whip Rush

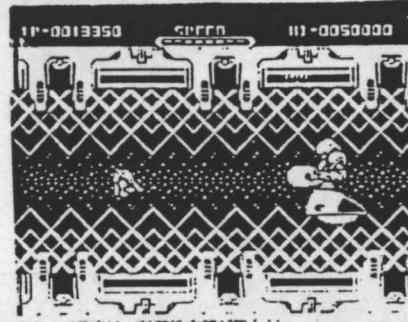
by Sega - 4meg

Mega Drive - Supplied by A.J.

Reviewed by Onn Lee

Whip Rush is the latest shoot'em up for the Mega Drive from Sega, and is certainly the toughest game I've played on the machine... a considerable relief as most Mega Drive games are just too easy. Whip Rush is very similar to Curse and Side Arms, and is set along 7 stages, which you can start on Easy, Normal or Hard, although they are not based on difficulty, but starting lives.

Basically, the game scrolls horizontally as you move left to right, although occasionally it scrolls in the other three directions too. Stage one is set up in the sky with lots of white clouds, which scrolls in parallax. And as you'd expect, a few seconds after your ship appears, formations of enemy fighter crafts fly in. Hold down button 'B' and your ship burst out a line of fire, which should take out the enemy crafts without any trouble. Button 'A' controls your speed from dead slow, to super fast which you'll definitely need, and Button 'C' 'shifts' your Power Pod when collected... see later. Extra weapons comes in the form of big pods. Shoot them, and an icon with a letter on it will be left behind. The letters rotates from L-M-F-P and back again. L will give you a powerful green laser that shoot forward; M will give you homing Missiles, F will give you fire balls that fire in the opposite way you move, and P will give you a power pod that floats above you firing whatever weapon you currently have. Two power pods can be collected like Curse, and hitting button C will shift the pods outward. Each of the weapons can be collected again to increase power. e.g. collect three 'M' in succession will fire two missiles forward and one backwards.



As you progress, things get more difficult with floating robots that fire long red lasers, until you reach the half way Boss... The Sandwich Man. This is a space craft that fire lasers at you with barriers above and below you which moves up and down hoping to squash you. However, killing it is dead simple and is no trouble. The scrolling then continues from moving left to right, to you moving down with more obstacles.

for you to dodge and enemies to blow up. Then you'll meet the end of stage Boss - a giant Space ship that moves towards you and fires homing missiles. Move fast and shoot the front of the ship and it'll be a gonna in a couple of mins. Stage two is over a river, and IN the water too with ships that throw boomerangs, launches homing missiles, drop bombs, fire wide lasers, etc. Generally things get a lot tougher as you progress and is one of those games that, if you have full arms, it's quite easy, but with no extras, it's near impossible. Getting to stage five shouldn't take you too long, but the end of stage Boss is a right bugger, requiring you to slow down and sit in the right position, and stage 7 Boss is nigh impossible with a boss on the right and left side of the screen which releases curved rows of spheres, fires lasers that explodes outward, and moving barriers above and below you!!! And if that's difficult... wait till you see the end of game Boss on stage 7 !! Overall, Whip Rush is a very tough shoot'em up and certainly the best on the Mega Drive, BUT certainly not the best shoot'em up around. Getting through the stages are quite easy, it's just the latter Bosses are hard! Graphics are big and bold and sometimes blocky, colourful, but not very detailed, and colour scheme is rather awful. The back drops are very good, but with stipple graphics and colour cycling to make it look like items are animating, look terrible. The usual disappearing sprites are present when too many objects are on the screen, but not too noticeable. Sound is great with real beefy stereo tunes, although most are very short looping ones. So is Whip Rush worth getting? The answer would be yes if you are desperate for a good blast, but the forth coming Thunderforce II looks a better bet. Personally, I prefer shoot'em up with mass destruction and chaos everywhere like in GunHed, unlike Whip Rush which is more of careful precision movements with little to hit.

Graphics - 80%
Sound - 85%
Playability - 80%
V.F.M. - 75%

Overall - 80%

More Extra Tips

POWER DRIFT (Engine)
by Chris Mooney, Liverpool.

To continue on any stage :- On the Game Over screen, reset game and then press Select, Run, and Button I + II at the same time.

Castlevania (Gameboy)

There are 3 extra lives (1up) on stage one of this game. The 3rd one is obvious, and require you to have full power whip, so you can shoot at candle that's far out of reach. The first 1up can be got, by NOT whipping the first candle you see when you start the game. If you do not whip it, walking up the stairs when the rolling eyeballs are, and whipping one of the candle will reveal a 1up. The second 1up can be got from a secret room. When climbing up a rope on the right side - reaching the area with a grave yard in the back ground, keep on going up through the wall and off the screen to room with 4 candles - one of which gives you a 1up.

OPEN FORUM

A NUMBER OF NEO QUESTIONS

I was reading the hardware review on the Neo Geo in issue 12 and I have some questions.

1. Are the instructions and on screen writing in english?
2. In issue 11 the section at the back of the magazine about the Neo Geo and it said that Electro coin plan to launch the machine officially in september. Does this mean the home console or the arcade version of the home console.
3. If the Neo Geo is officially launched, will the Japanese cartridges that are available now be compatible with the British version of the Neo Geo?
4. Do you think that the prices of the Neo Geo and games go down when it is officially launched. By the way, at the moment Console Quest are selling the Neo Geo cheapest at £574 inc. a free game.
5. Will SNK be converting any of their arcade games, like Search and Rescue, Beast Busters, Mechanised Attack, Ikari Warriors I, II, III onto the Neo Geo? Or will all the games on the Neo Geo be new ones, as the Neo Geo games will appear on the Arcade Neo Geo?

Tim Humphreys, Glos.

Wow! Are you thinking of getting an Atari VCS I wonder? I ...erm... uhm...

The actual instructions (Booklet) is in Japanese, but all the on screen text and speech are in English. I've been told by Mr. Wong of Supervision, that they get them from Hong Kong, hence the on screen is in English, but if you get from Japan, they are in Japanese, but personally, I think they are all in English so they don't have to modify the carts when they sell them in the US and UK, just change the manuals.

2/3. Apparently, some other company will be selling the home console machines officially in the UK, but the machines should be compatible with one another. The arcade versions I believe are already around.

4. The price of the machines and carts will certainly drop compared to the price retail importers are selling them now, but highly unlikely they will drop less than the current Japanese prices, so don't expect to buy an official cart for less than £120 !!
5. Again, very unlikely that SNK will release older arcade titles for the Neo

Geo. But then again, you never know. May be SNK can release Ikari Warriors on Budget Cartridge for £50 !!!

SG FASTER THAN ENGINE?

Don't you think that doing almost all the reviews yourself isn't eventually going to 'burn you out'? Certainly you seem to have over rated some games, (Super Darius stands out in my mind, but then each to his own). This would also make the reviews a little more objective.

Have you noticed that games run faster on the Super Grafx, or is my engine slow?

Adrian Glasgow, Derbyshire.

Yes, you're right. We did start off with 3 reviewers, myself, Justin and Darren. Darren seem to have disappeared from the face of the earth, and Justin does do a few reviews when he gets some gear, so from now on YOU will be one of the team. Yes! No excuses, stick your foot where your mouth is, and for the next issue, I want all Megadrive reviews by you inc. Thunderforce III, and any other reviews for the engine or Neo Geo (a big birdy tells me you're going to get one!). In fact, if any one is willing to review games for the 'zine, let me know. Unfortunately, I can not provide the games, as I either buy them, or borrow them only for a couple of days before returning them. So if you get a new game quick, and willing to review it, give me a call on 0602-606442. It can be on any machines - Engine, Mega Drive, Gameboy, Lynx, Famicom, and even the Neo Geo, & Master System. Please write reviews clearly, better still, typed, or should you have an Amiga, send it on disk in ASCII or any Word processor format. All reviewer will get a free copy of C.M. for their hard work, and fame(!?). As for SG games running faster, I don't know, having not compared the two machines running side by side. If and when I lay my hands on a SG, I compare the. Any one wants to swap their Super Grafx (Scart) for a Scart PC Engine Plus PAL Mega Drive with 3 games and XE-1sg Joystick? If so, give me a buzz.

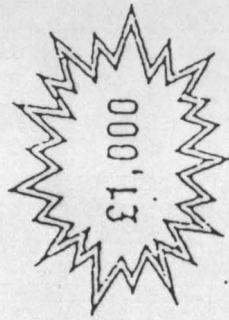
AH yes. Just to mention, remember last issue, when I said I was putting together a CD-Rom music tape? Well, it was actually completed a few days after I finished the magazine, so if you're interested, you can get it now.

Talking of console music, if you can not afford to get a NEO GEO, you can soon get the music CD from the various available games for the machine....of course, the CD is only available in Japan. It's called NEO GEO SOUND POWER, and features music from Magician Lord, Nam 1975, Baseball, Golf and Mah Jong. The CD is available in Japan on 22nd June and retail for 2500 Yen - which is approx. £10... as the pound is now stronger to the yen @ 245 yens to £1.

You can also lay your hands on CDs of Arcade - Final Fight, Marvel Land, Vapour Trail, Rod Land, Gradius III and Flash Point/Bloxeed. Even the Capcom's gameboy game 'Makaimura Gaiden' is available on music CD !

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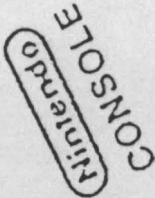
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